

	<b>L #</b>	<b>Hits</b>	<b>Search Text</b>	<b>DBs</b>
<b>1</b>	<b>L1</b>	<b>706</b>	<b>(361/782,783).ccls.</b>	<b>USP AT; US-P GPU B</b>
<b>2</b>	<b>L2</b>	<b>262</b>	<b>1 and (capacitor\$1 condenser\$1)</b>	<b>USP AT; US-P GPU B</b>
<b>3</b>	<b>L3</b>	<b>75</b>	<b>2 and (overlap\$4 bridg\$3 span\$4)</b>	<b>USP AT; US-P GPU B</b>
<b>4</b>	<b>L4</b>	<b>187</b>	<b>2 not 3</b>	<b>USP AT; US-P GPU B</b>
<b>5</b>	<b>L5</b>	<b>13</b>	<b>4 and (dicing diced singulat\$4)</b>	<b>USP AT; US-P GPU B</b>
<b>6</b>	<b>L6</b>	<b>174</b>	<b>4 not 5</b>	<b>USP AT; US-P GPU B</b>
<b>7</b>	<b>L7</b>	<b>444</b>	<b>1 not 2</b>	<b>USP AT; US-P GPU B</b>

	<b>L #</b>	<b>Hits</b>	<b>Search Text</b>	<b>DBs</b>
<b>8</b>	<b>L8</b>	<b>81</b>	<b>7 and (overlap\$4 bridg\$3 span\$4)</b>	<b>USP AT; US-P GPU B</b>
<b>9</b>	<b>L9</b>	<b>20</b>	<b>7 and (dicing diced singulat\$4)</b>	<b>USP AT; US-P GPU B</b>
<b>10</b>	<b>L10</b>	<b>93</b>	<b>8 9</b>	<b>USP AT; US-P GPU B</b>
<b>11</b>	<b>L11</b>	<b>351</b>	<b>7 not 10</b>	<b>USP AT; US-P GPU B</b>
<b>12</b>	<b>L12</b>	<b>4</b>	<b>11 and (street\$1 score\$1)</b>	<b>USP AT; US-P GPU B</b>

	<b>L #</b>	<b>Hits</b>	<b>Search Text</b>	<b>DBs</b>
<b>1</b>	<b>L1</b>	<b>2361</b>	<b>(257/723,724,777).ccls.</b>	<b>USP AT; US-P GPU B</b>
<b>2</b>	<b>L2</b>	<b>2593</b>	<b>(438/33,67,68,107,110,113,114,460,461,462,463,464,465).ccls.</b>	<b>USP AT; US-P GPU B</b>
<b>3</b>	<b>L3</b>	<b>0</b>	<b>438/982.ccls</b>	<b>USP AT; US-P GPU B</b>
<b>4</b>	<b>L4</b>	<b>4851</b>	<b>1 2</b>	<b>USP AT; US-P GPU B</b>
<b>5</b>	<b>L5</b>	<b>538</b>	<b>4 and @pd&gt;=20021201</b>	<b>USP AT; US-P GPU B</b>
<b>6</b>	<b>L6</b>	<b>109</b>	<b>5 and (overlap\$4 bridg\$3 span\$4)</b>	<b>USP AT; US-P GPU B</b>
<b>7</b>	<b>L7</b>	<b>429</b>	<b>5 not 6</b>	<b>USP AT; US-P GPU B</b>

	<b>L #</b>	<b>Hits</b>	<b>Search Text</b>	<b>DBs</b>
<b>8</b>	<b>L8</b>	<b>73</b>	<b>7 and singulat\$4</b>	<b>USP AT; US-P GPU B</b>
<b>9</b>	<b>L9</b>	<b>356</b>	<b>7 not 8</b>	<b>USP AT; US-P GPU B</b>
<b>10</b>	<b>L10</b>	<b>105</b>	<b>9 and dicing</b>	<b>USP AT; US-P GPU B</b>
<b>11</b>	<b>L11</b>	<b>251</b>	<b>9 not 10</b>	<b>USP AT; US-P GPU B</b>
<b>12</b>	<b>L12</b>	<b>60</b>	<b>11 and (capacitor\$1 condenser\$1)</b>	<b>USP AT; US-P GPU B</b>
<b>13</b>	<b>L13</b>	<b>191</b>	<b>11 not 12</b>	<b>USP AT; US-P GPU B</b>
<b>14</b>	<b>L14</b>	<b>406</b>	<b>438/109.ccls.</b>	<b>USP AT; US-P GPU B</b>

	<b>L #</b>	<b>Hits</b>	<b>Search Text</b>	<b>DBs</b>
<b>15</b>	<b>L15</b>	<b>367</b>	<b>14 not 5</b>	<b>USP AT; US-P GPU B</b>
<b>16</b>	<b>L16</b>	<b>81</b>	<b>15 and (dicing singulat\$4)</b>	<b>USP AT; US-P GPU B</b>
<b>17</b>	<b>L17</b>	<b>286</b>	<b>15 not 16</b>	<b>USP AT; US-P GPU B</b>
<b>18</b>	<b>L18</b>	<b>4</b>	<b>17 and diced</b>	<b>USP AT; US-P GPU B</b>
<b>19</b>	<b>L19</b>	<b>282</b>	<b>17 not 18</b>	<b>USP AT; US-P GPU B</b>
<b>20</b>	<b>L20</b>	<b>42</b>	<b>19 and (capacitor\$1 condenser\$1)</b>	<b>USP AT; US-P GPU B</b>
<b>21</b>	<b>L21</b>	<b>240</b>	<b>19 not 20</b>	<b>USP AT; US-P GPU B</b>

	<b>L #</b>	<b>Hits</b>	<b>Search Text</b>	<b>DBs</b>
<b>22</b>	<b>L22</b>	<b>47</b>	<b>21 and (overlap\$4 bridg\$3 span\$4)</b>	<b>USP AT; US-P GPU B</b>
<b>23</b>	<b>L23</b>	<b>193</b>	<b>21 not 22</b>	<b>USP AT; US-P GPU B</b>

	<b>L #</b>	<b>Hits</b>	<b>Search Text</b>	<b>DBs</b>
<b>1</b>	<b>L1</b>	<b>21</b>	<b>438/982.ccls.</b>	<b>USP AT; US-P GPU B</b>